

LISTING OF THE CLAIMS

At the time of the Action:

Pending Claims: 1-35, 37, 39-41 and 44-47

Canceled Claims: 36, 38 and 42-43

After this Response:

Pending Claims: 1-35, 37, 39-41 and 44-47

Amended Claims: 1-7, 10-11, 13, 19-21, 23-31, 37, 41 and 41

1. (Currently Amended) A method for managing in a computer game a game inventory of a plurality of virtual items acquired during computer game play, the method comprising:

indicating to a game player, ~~on an computer-electronic display during computer game play,~~ the plurality of computer generated virtual objects to be obtained as possessions by a computer generated representation of the game player from other computer generated representations, at least a portion of the plurality of virtual objects comprising attributes;

collecting the plurality of virtual objects ~~withusing~~ the computer generated representation of the game player, each of the plurality of virtual objects having one or more attributes assigned during game play;

indicating, ~~on the computer-electronic display, as being possessed with the computer generated representation of the game player~~ at least a portion of the collected plurality of virtual objects as being possessed with the computer generated representation of the game player;

filtering, in the computer game, the collected plurality of virtual objects based on their the respective attributes that are assigned during play of the computer game; and

displaying on the computer display the filtered collected plurality of objects in the game inventory.

2. (Currently Amended) The method of claim 1, further comprising:
- indicating_z to a game player on the ~~computer-electronic~~ display during computer game play_z the computer generated representation of the game player;
 - indicating_z on the computer display_z other computer generated representations as characters in the game;
 - indicating_z on the ~~computer-electronic~~ display_z the obtaining of the plurality of virtual objects with the computer generated representation of the game player; and
 - displaying the computer generated representation of the game player and the other computer generated representation as an animated character.
3. (Currently Amended) The method of claim 1, further comprising:
- constructing a first and a second filter, wherein at least one of the first ~~or~~ and second filters determines virtual objects having a flag type attribute or an enumeration type attribute; and
 - filtering with the first and second filter the obtained plurality of virtual objects based on their attributes.
4. (Currently Amended) The method of claim 3, ~~further comprising~~ wherein the constructing of the first filter is by the game player and the constructing of the second filter is by a game developer.
5. (Currently Amended) The method of claim 4, further comprising selecting_z by the game player_z either the first filter or the second filter to obtain the plurality of virtual objects based on their attributes assigned during play of the computer game.

6. (Currently Amended) The method of claim 13, wherein a plurality of objects included in the inventory are accessed using a plurality of filters, wherein each filter is used to select virtual objects having associated attributes that match different predetermined attributes associated with the filter.

7. (Currently Amended) The method of claim 13, wherein the filtering is executed with one of the plurality of filters, and wherein certain ones of the plurality of filters include ~~a one or more~~ queries that are defined by a player of the game, and other ones of the plurality of filters include queries that are defined by a game developer.

8. (Previously Presented) The method of claim 7, wherein only those virtual objects that satisfy a query that corresponds to the filter are selected by the filter.

9. (Previously Presented) The method of claim 8, wherein the virtual objects are displayed over an inventory management portion of the display.

10. (Currently Amended) The method of claim 8, wherein the ~~query~~ one or more queries includes a structured query language (SQL) query.

11. (Currently Amended) The method of claim 1, wherein the filtering is executed by a plurality of filters represented by a distinctive filter icon ~~there are a plurality of filters, and each filter is indicated by a distinct inventory filter icon.~~

12. (Original) The method of claim 11, further comprising selecting a virtual item icon to display the virtual item corresponding to the virtual item icon.

13. (Currently Amended) The method of claim 1, wherein the filtering is done with a filter, and wherein the filter is displayed as a portion of a user interface, further comprising the player at least partially defining the filter.
14. (Previously Presented) The method of claim 1, further comprising displaying virtual objects that include attributes that match predetermined attributes queried by a selected filter.
15. (Original) The method of claim 14, wherein a mouse is used to select the filter.
16. (Original) The method of claim 14, wherein a joystick is used to select the filter.
17. (Original) The method of claim 14, wherein a computer display button is used to select the filter.
18. (Original) The method of claim 14, wherein a computer display menu is used to select the filter.
19. (Currently Amended) The method of claim 1, wherein the filtering is done with a filter, and wherein the filter is represented by a name.
20. (Currently Amended) The method of claim 1, wherein the filtering is done with a filter, and wherein the filter is represented by a symbol.

21. (Currently Amended) The method of claim 1, wherein the virtual objects are indicated as being possessed using a virtual bag displayed on the ~~computer~~electronic display, wherein the filtering is executed using a filter, and wherein an indication of the filter is displayed as part of the ~~computer~~electronic display displaying the bag.

22. (Previously Presented) The method of claim 3, further comprising:
enabling the first filter to filter a first virtual item; and
altering the attribute of the first virtual item to enable the second filter to filter the virtual item and to disable the first filter from filtering the first virtual item.

23. (Currently Amended) An electronic device including a ~~computer game including a game display, the~~ game display comprising:

virtual item icons indicating a plurality of virtual objects collected and hidden in a virtual bag by a computer generated representation of a game player during play of ~~the a~~ computer game, at least a portion of the plurality of virtual objects comprising attributes assigned during play of the computer game, and

an inventory management portion, the inventory management portion ~~further~~ includes:

an inventory filter icon that can be selected to yield a selected inventoried bag display, the selected inventoried bag display displays one or more filtered virtual item icons, each displayed virtual filtered item icon represents at least one of the plurality of collected and hidden virtual objects that includes the attributes assigned during play of the computer game and filtered based on queries associated with the inventory filter icon.

24. (Currently Amended) The electronic device ~~computer game~~ of claim 23, wherein dragging one of the virtual item icons associated with one of the virtual objects to a different location on the game display with an input device alters the attributes of that virtual item.

25. (Currently Amended) The electronic device ~~computer game~~ of claim 23, wherein the game player defines the inventory filter icon.

26. (Currently Amended) The electronic device ~~computer game~~ of claim 23, wherein a game developer defines the inventory filter icon.

27. (Currently Amended) The electronic device ~~computer game~~ of claim 23, wherein the game display further includes a game screen where game action by the computer representation of the game player is being portrayed.

28. (Currently Amended) The electronic device ~~computer game~~ of claim 23, wherein the computer game is operative to search a plurality of objects for a game, and the apparatus displays only those objects that ~~satisfies~~ satisfy search criteria as set forth by the attributes filtered based on queries associated with the inventory filter icon.

29. (Currently Amended) The electronic device ~~computer game~~ of claim 23, wherein the game player provides attributes and selects objects based on the criteria using a user interface.

30. (Currently Amended) The electronic device ~~computer game~~ of claim 23, wherein the computer game highlights the attributes of certain desirable virtual objects to a player.

31. (Currently Amended) A computer readable medium ~~comprising~~storing computer executable instructions which, when executed by a processor, causes the processor to:

indicate a plurality of virtual objects to be obtained as possessions by a computer generated representation of a virtual game player during the play of a computer game, at least a portion of the plurality of virtual objects comprising attributes assigned during the play of the computer game;

collect and hide in an inventory package the plurality of virtual objects with the computer generated representation of the game player;

select a filter of a plurality of filters to apply to the inventory package based on the attributes assigned during play of the computer game of at least one of the plurality of virtual objects that are used within the computer game; and

apply the selected filter to the inventory package based on the at least one of the attributes assigned during play of the computer game; and

display the virtual objects hidden in the inventory package with the applied selected filter.

32. (Previously Presented) The computer readable medium comprising computer executable instructions of claim 31, further comprising constructing the filter.

33. (Previously Presented) The computer readable medium comprising computer executable instructions of claim 31, wherein a player of the game defines the filter.

34. (Previously Presented) The computer readable medium comprising computer executable instructions of claim 31, wherein a game developer of the game defines the filter.

35. (Previously Presented) The computer readable medium comprising computer executable instructions of claim 31, wherein certain ones of the plurality of filters are defined by a player of the game, and other ones of the plurality of filters are defined by a game developer, and wherein the game player selects which of the plurality of filters are to be applied to the inventory.

36. (Canceled)

37. (Currently Amended) An apparatus comprising:

a game server operative to couple with a plurality of game computers running a computer game,

the game server at least partially including an inventory management portion that stores an indication of a plurality of virtual objects obtained as possessions and hidden in a virtual bag by computer generated representations of a plurality of game players during their play of the computer game,

at least a portion of the plurality of virtual objects comprising attributes assigned during running of the computer game, the inventory management portion further including a process for providing an inventory filter icon that can be selected by the plurality of game players to filter attributes of the plurality of virtual objects assigned during running of the computer game to yield a selected inventoried package,

the selected inventoried package includes a process for indicating at least one virtual item icon to the game player,

each indicated virtual item icon represents at least one of the plurality of the virtual objects that includes the attributes filtered as a result of at least one of the game players selecting the inventory filter icon.

38. (Canceled)

39. (Previously Presented) The apparatus of claim 37, wherein the virtual objects are obtained as possessions by displaying the computer representations of the game player capturing the virtual objects from computer representations of other game players during the play of the computer game.

40. (Previously Presented) The apparatus of claim 37, wherein the game display further includes a game screen where game action by the computer representation of the game player is being portrayed.

41. (Currently Amended) The apparatus of claim 37, wherein the apparatus searches a plurality of objects for ~~a game~~attributes assigned during play of the computer game satisfying a predetermined search criteria, and the apparatus displays only those objects that satisfy search criteria as set forth by the attributes filtered as a result of selecting the inventory filter icon.

42. (Canceled).

43. (Canceled).

44. (Currently Amended) The method as recited in claim 1 further comprising indicating on the ~~computer~~electronic display during play of the game the computer representation of the game player using one of the filtered obtained plurality of objects.

45. (Previously Presented) The method as recited in claim 1 further comprising exchanging one of the filtered objects with other game players for value.

46. (Previously Presented) The method as recited in claim 1 wherein the virtual objects are obtained as possessions by the computer generated representation of the game player from other computer generated representations of other game players.

47. (Previously Presented) The method as recited in claim 1 wherein filtering comprises querying the attributes selected from a group of queries comprising: determining virtual objects that are to be sold and/or bartered, determining virtual objects that are weapons against monsters, and determining virtual objects that are constructed of a particular material.